

Issue 29 | June 2009

PLAYzine

Free Magazine for Handheld and Wii Gamers. *Pass it on to your friends and family*

REVIEWED!

TEKKEN 6

The fight continues on PSP

EXCLUSIVE!

ANNO:

CREATE A
NEW WORLD

Exclusive review and interview inside

REVIEWED!

RHYTHM PARADISE

The Rhythm is gonna get you!



SHOP TIL YOU DROP!

SHOW US YOUR WARES

The best games to buy online!

FIRST LOOK!

NEED FOR SPEED NITRO

Turbo-charged racing!

FIRST LOOK!

**STAR WARS
BATTLEFRONT:
ELITE SQUADRON**

Feeling the Force

REVIEWED!

GUITAR HERO METALLICA

The definitive verdict inside!



WELCOME



Talk about a mixed bag. This month we bring you everything from movie blockbusters to guitars – passing through online gaming and darts. And with the biggest gaming show in the world just kicked off in America (E3), then we're sure to have some big news next month, too! Enjoy.

Dean Mortlock, Editor
HGZine@gamerzines.com

DON'T MISS THIS!



Anno: Create a New World

Fancy the power of creating a thriving city? Find out more in our top exclusive!

CHECK THIS!



Guitar Hero Metallica

PLUS LOADS MORE REVIEWS!

Darts
 Rhythm Paradise
 Punch-Out!!

Damien McFerran
 Mr. McFerran put together our excellent guide to buying games online. Check it out. Like, now.



QUICK FINDER

Every game's just a click away!

PREVIEWS

NINTENDO WII
 Need for Speed Nitro
 Indiana Jones and the Staff of Kings
 Transformers: Revenge of the Fallen
 Anno: CANW

- Sony PSP**
- Tekken 6
- Star Wars Battlefront: Elite Squadron
- NINTENDO DS**
- G.I. Joe: The Rise of Cobra
- Guitar Hero Modern Hits

REVIEWS

- NINTENDO WII**
- Punch-Out!!
- Guitar Hero Metallica
- PDC World Championship Darts 2009
- NINTENDO DS**
- Rhythm Paradise
- Anno: Create a new World



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If you are reading this, then you didn't choose "Play" when Adobe Reader asked you about multimedia when you opened the magazine.

Without the multimedia playing, the magazine will look correct, but you will be missing out on all of the extra content built into each issue, like videos, animated screenshots, annotations, quizzes, competitions and more.

We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.

Tekken 6

Hot news and shots of the PSP version of this classic brawler!



Rhythm Paradise

The beat goes on...



Dan Curley
 Dan still writes the funniest Facebook updates known to man.



info

FROM: EA
A BIT LIKE... Need for
Speed Undercover
WEB: www.ea.com
OUT: Autumn
ALSO ON: DS



Need for Speed: Nitro

Latest News

Need for Speed gets a nitro injection

WHAT'S THE STORY?

Unlike previous Need for Speeds on Wii, which have been little more than port-me-downs, what we have here is a completely new chapter exclusive to the Wii. Nitro has been shaped from the Burnout mould, so anyone up for ridiculously fast high-speed thrills and drifting has come to the right place.

WHAT DO WE KNOW SO FAR?

You'll get to globetrot the globe and race against other boy (and girl) racers. You will be able to buy and modify cars, but this is a fairly simplistic pick-up-and-play racer. You won't be playing the ace engineer and choosing what metal the shock springs are made from, but you will be able to pimp up your ride. We had a quick go at an EA event and it felt so much like Burnout as opposed to previous NFS games that we thought it was Burnout. You build up boost (or rather, nitro) by drifting

around bends and, when the bar is full... bang! You take off like a rocket.

You can control your car in two ways – with the Nunchuck controller or by tilting the Wii Remote left and right. We tried with both and found ourselves crashing far less with the Nunchuck method, but we suspect a little practise is all that's need to master the Remote.

WHEN DO WE GET MORE?

EA said it's due out autumn, but when we had a go it felt far from complete, with only one stage on show. We wouldn't be surprised if it slips into the Christmas release line up, but either way, we'll have a more in-depth preview in a couple of months.

ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

It's going to be online, and there's also a DS version in the works which we expect will also be playable on WiFi. 🐞



The city's graffiti artists did the best they could with just purple spray.



Best Bit

Whacking the Nitro button once your bar is full gives your motor one hell of a kick up the backside. Flames erupt from the road like a scene from Back to the Future as you barge mercilessly to the front of the pack. It's not advisable to use it when coming up to a bend – like in this shot...



Audi is one of many car manufacturers who've been licensed up.



ANNO

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Wii

NINTENDO DS



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CONTROL →



info



FROM: EA

A BIT LIKE... Call of Duty

WEB: <http://gijoe.ea.com>

OUT: August



G.I. JOE: THE RISE OF COBRA

Action Man goes Stateside

Latest News

WHAT'S THE STORY?

G.I. Joe is the American version of Action Man and has been the best-selling action figure for nearly 40 years. Now though, we've got a film to look forward to, and therefore, a game of the film, too.

WHAT DO WE KNOW SO FAR?

We know that it's coming out in the summer for the Wii, DS, PSP and PS2, and that the DS version (featured here) promises a different style of gameplay to the other games – see the 'Best Bit' box on the right for more on that.

We also know that you'll get to play as 11 very different characters, including six variations of G.I. Joe himself – which, we presume, will include 'normal' Joe, 'scuba diving' Joe and 'desert marine' Joe...

WHEN DO WE GET MORE?

There's a couple of months to go until the game's release in August, so –

space and time permitting – we're hoping to bring you a much closer look at this potentially interesting game in the next issue.

ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

Details are pretty scarce at the moment, but we can tell you that as well as the six playable G.I. Joe characters, you'll also be able to play as five Cobra ones – Cobra is the shadowy organisation trying to destroy Joe.

The Rise of Cobra will have a total of 21 levels in the single-player game, as well as three modes for the multiplayer one – Joe Versus Cobra, Warhead and Defend the Base.

Film licenses don't always make the best games, but with a license like G.I. Joe behind it, this could be a winner. 🗡️

The bottom screen shows a map, but it's not touch sensitive.



A super-fun action shooter? Very possibly.



Best Bit

Rather than trying to copy the other console versions, the DS game will be a top-down affair with some RPG-type elements. We reckon this is a good move, as the DS is perfectly suited to this style of game, and as long as the gameplay's fast enough then it should be a winner.



If in doubt, blow it up with a tank!



info



FROM: Namco Bandai
A BIT LIKE... Tekken:
 Dark Resurrection
WEB: <http://tekken.namco.com>
OUT: Autumn



Tekken 6

Latest News

The fight of your life

WHAT'S THE STORY?

Well, it's Tekken... what do you need to know? This is the recently announced PSP conversation of the latest in a long line of classic beat-'em-up games. And we think it's going to be great.

WHAT DO WE KNOW SO FAR?

Typically, not that much sadly. We do know that it's hopefully going to feature pretty much everything from the explosive PlayStation and 360 versions, as well as some exciting new features, too. These will include new stages, content, items and an ad-hoc

multiplayer mode – where you can fight against your mates playing as either one of the game's original characters or one of the 'fan favourite' ones. So far then, and so good.

WHEN DO WE GET MORE?

The PSP version of Tekken 6 has only just been announced, so firmer details of the game's features and a release date are not clear at the moment. It's pencilled in for the autumn, so it's safe to expect more information to come through in the next month or so. There's a massive games show in America soon called E3, and there's every possibility that something might be revealed then.

ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

Much is being made of the multiplayer options in the game. You can play ad-hoc, download 'ghost' character data (see the 'Best Bit' boxout for more on this) and even compare your skills against other players through the game's network support. 🐞



He doesn't look that impressed, does he.



Best Bit

The 'Ghost' mode allows you once again to upload your character data and also download other people's to play against. It's just one more feature that'll allow the multiplayer aspect of Tekken 6 to open a rather impressive can of whoop-ass on any other fighting game you may choose.



He's a big man, but he's definitely out of shape.



To be honest, this is not the right time to be dancing.



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WII PS2 DS PSP

incoming

We've seen the future of gaming, and it's good!

Rock Band unplugged

FROM: EA OUT: June

While some might question the logic of removing the cool instrument peripherals commonly associated with this music-based videogame and placing it on a console where your only choice of interface is standard buttons, but from what we've seen of Rock Band Unplugged, it should meet with the approval of fans. 40 tracks (all master recordings) are included and there's even the opportunity to download more via the PlayStation Store.

WII

Contra ReBirth

FROM: Konami OUT: TBC

Konami's Contra series has been going for years and the last outing – Contra 4 on the DS – was a masterpiece. Sadly it never received a UK release but we're crossing our fingers that the newly announced Contra ReBirth – which is an exclusive for Nintendo's WiiWare download service – won't suffer the same fate. Featuring some of the most blisteringly intense 2D action you're likely to see anywhere, this has all the elements to become an instant classic.

WII PS2 DS

Harry Potter and the Half-Blood Prince

FROM: EA OUT: June 2009

It seems like ages since we last got to run riot around Hogwarts but there's another Harry Potter adventure on the horizon and it promises to be the best yet. Gamers will actually be getting to experience the magic before the movie-going public as the game is being published just before of the film. We've got some huge coverage lined up next month for this, including an exclusive interview and in-depth review.

PS2 PSP

Need for Speed Shift

FROM: EA OUT: September

NFS: Undercover didn't really find the audience it should have done, and this has caused EA to rethink its strategy. NFS: Shift is therefore aimed at 'hardcore' racing fans, and will give a far more realistic experience. This means that keeping your car on the track will be harder and you'll also be able to view the action from within the cockpit using the highly-detailed 'in-car' viewpoint.

future releases

Best start saving! Here are the top games coming soon...

Grand Slam Tennis Wii June

Indiana Jones and the Staff of Kings Wii, DS, PSP June

Secret Agent Clank PS2 June

Mysims Racing DS June

Ghostbusters PS2, PSP June

Petz: My Puppy Family PSP June

Overlord Minions DS June

TONY HAWK: Ride

FROM: Activision **OUT:** TBC 2009

Poor old Tony Hawk has been losing ground to EA's Skate franchise lately, and it was clear that something really special was required to help him win back his crown. That special something is the unique skateboard controller, which operates in a similar fashion to the Wii Balance Board but with two accelerometers and four motion sensors, the potential for realistic gameplay is increased incredibly. This game could easily revolutionise the skateboarding genre and put Mr. Hawk back on the map.



future releases

More games heading your way in the not-so-near future



Spore Hero

FROM: EA **OUT:** TBC 2009

When Spore hit the PC last year, it was almost impossible to ignore how popular it was. Soon Wii gamers will get the chance to join the party with Spore Hero, which has a more story-based approach but promises to maintain the gloriously addictive 'Creature Creation' mode. Naturally, the Wii's unique control method will play a part here too, although EA has yet to reveal solid details on how it intends to utilise it.

Lord of the Rings: Aragorn's Quest

FROM: Warner Bros. Interactive **OUT:** TBC 2009

If you've played a Lord of the Rings title in the past few years, then chances are it was coded by Electronic Arts – the company has had the exclusive licence to create videogames based on the movie trilogy for quite some time. However, that deal has now expired and Warner Bros. Interactive has released details of its first LotR project. Rather than create a gory epic, the company is pitching this as a 'family adventure' in a 'colourful world'. Yes, we were rather surprised, too.



Academy of Champions



FROM: Ubisoft **OUT:** TBC 2009

Ubisoft has clearly taken a leaf out of EA's book, because this cartoon-like football sim bears more than a passing resemblance to the rather wacky Grand Slam Tennis. The game sees the player entering the fictional Academy of Champions, which is run by Brazilian soccer legend Pelé. Wii MotionPlus and Balance Board support are promised, so expect various training modes as well as full-on match action.

ice Age 3

DS

June

prinky: can i really be the hero

PSP

June

transformers: revenge of the fallen

Wii, DS, PSP, PS2

June

overlord dark legend

PS2

June

dancedance revolution hottest party 2

Wii

June

hysteria hospital

Wii, DS

June

monster hunter freedom: unite

PSP

June

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THE DOWNLOAD REVOLUTION

The beginner's guide to WiiWare, DSiWare and the Virtual Console



The way in which we purchase items such as music and movies is changing. Instead of having to queue in the pouring rain outside the local entertainment emporium to procure the latest CD or film, we're now able to download things using a super-fast broadband connection without having to depart the comfort of our nice, warm homes. Bliss.

The way in which we buy videogames is also changing, thanks to this revolution. It's possible to download both new and old titles on the Wii via the WiiWare and Virtual Console portals, and the freshly released DSi now has its own online store in the form of DSiWare.

Getting online with these services really couldn't be easier – providing you have a broadband connection within your home. The Wii connects to this via the wireless wonder of WiFi, so you'll obviously need a wireless router as well. It's possible to connect using the more traditional cable method, but you'll need to purchase an additional LAN adapter kit to do so – these usually cost about £15.

Getting hooked up is just one part of the puzzle, though. In order to actually buy anything you'll need to purchase Nintendo Points, which you can do via the Internet (using a credit or debit card) or over the counter in high street stores, such as GAME and Argos. Once you have these points, it's just a matter of going online, finding the game you want and clicking 'purchase'. Shopping on the DSi is very much the same. Naturally you'll still need the wireless router and broadband connection, but the process is practically identical.

THE Games

So you've connected up your Wii or DSi, you've bagged yourself some virtual currency and now you're hankering for some top-quality software to splash out on. Allow us to point you in the right direction...



WiiWare



Final Fantasy Crystal Chronicles: My Life As a King

DEVELOPER: Square-Enix POINTS COST: 1500

We've all played a few monsters in previous Final Fantasy games but have you ever wondered what it would be like to experience the drama from a different viewpoint? In this WiiWare exclusive you get to fill the royal boots of a king, and instead of putting evil-doers to the sword yourself, you can send your subjects to do your dirty work instead, giving you time to concentrate on building a healthy and thriving town.



Swords and Soldiers

DEVELOPER: Ronimo Games POINTS COST: 1000

Best described as Command & Conquer viewed from a side-on, 2D perspective, Swords and Soldiers sees you selecting a race (Vikings, Aztecs or The Chinese Army) and marching off in search of power and glory. You create various units – ranging from workers to bloodthirsty death-merchants – and attempt to smash your like-minded opponent into submission. The multiplayer mode is practically worth the price of the download on its own.



LostWinds

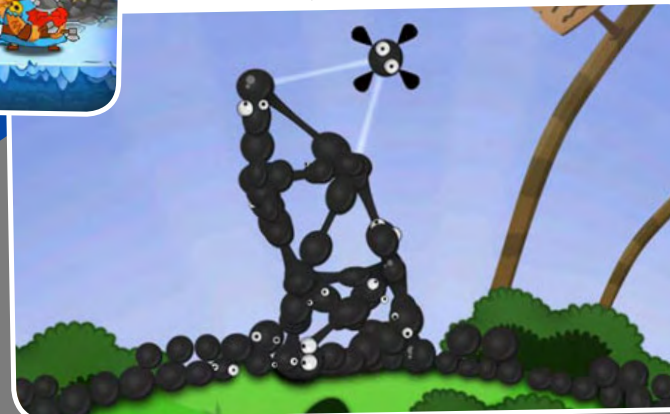
DEVELOPER: Frontier Developments POINTS COST: 1000

A sumptuous 3D platform adventure from the creator of the retro classic Elite, LostWinds is all about harnessing the power of the elements in order to help a young boy named Toku conquer an ancient curse. Using the Wii Remote you can summon powerful gales to repel enemies or create subtle gusts of wind to boost Toku's jumping ability. This is one of the few games that really exploits the potential of the Wii's unique control system.

World of Goo

DEVELOPER: 2D Boy POINTS COST: 1500

Quite possibly the best game currently available on the WiiWare service, World of Goo is a puzzle title with focus on constructing things out of globules of goo. Showcasing incredibly realistic physics and a highly intuitive control scheme, this game is easy to pick up but almost impossible to walk away from. What makes this game even more incredible is that it was created by just two people. Amazing.



Mega Man 9

DEVELOPER: Capcom POINTS COST: 1000



When a company attempts to resurrect an old retro licence they often lose sight of what made the original so great, but with Mega Man 9, Capcom made sure that it didn't make the same mistake. Mega Man 9 has been created in a retro style, and it's so convincing you could actually believe this is a proper NES game! Naturally the gameplay is as sharp as ever – it may be old-school, but this game will definitely humble you.



A Little Bit of... Dr. Mario

DEVELOPER: Nintendo POINTS COST: 500

Dr. Mario is an old-school puzzle title that originally found fame on the 8-bit NES console, but the series has enjoyed something of a resurgence of late, thanks to a well-received WiiWare outing. This DSiWare version is essentially a toned-down port, but thankfully it retains the hugely attractive gameplay of the original. It's just a shame that no multiplayer option is included.



Art Style: AQUITE

DEVELOPER: Nintendo POINTS COST: 500

An extension of the brilliant Art Style games that have graced the WiiWare platform, AQUITE is a simple puzzle title with hidden depths. At its most basic level, it's just about moving blocks around in order to link together three or more of the same type, but the original approach coupled with the surprisingly effective low-key presentation help to make this a highly appealing brain-buster.



Pyoro

DEVELOPER: Nintendo
POINTS COST: 200

Like Paper Plane, this is another recycled WarioWare mini-game – thankfully, it's also brilliant and painfully addictive. The aim is to use your bird's extendable tongue to capture beans that constantly rain earthwards. Should one of these beans hit the deck, it will cause a floor tile to vanish, which gives you less room to manoeuvre. This is proof that sometimes the simplest ideas really do make the most compulsive gaming experiences.

Real Football 2009

DEVELOPER: Gameloft POINTS COST: 800

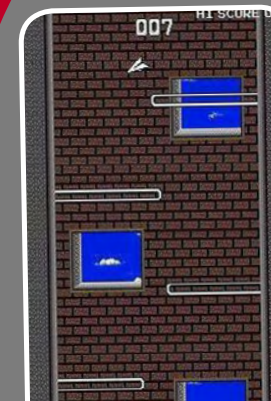
This superb footy game is proof that DSiWare is capable of providing gaming experiences equal to standard DS retail releases, as it's practically identical to the 'full' game that is available on DS in cartridge format. The biggest addition here is the use of the DSi's camera, so it's now possible to place your face on the in-game players, truly putting you 'in the game'!



Paper Plane

DEVELOPER: Nintendo POINTS COST: 200

If you've played the original WarioWare title on the Game Boy Advance then you might recognise Paper Plane – it was one of the unlockable mini-games. While it might seem a bit of a swindle to re-package it now and charge good money for it, it's so addictive that we can't imagine many people will complain. Yes it's simplistic, and some would argue it lacks depth, but when you're engaged in a high-score battle with a friend, none of that matters.





DEVELOPER: Nintendo **POINTS COST:** 1000

Released for Nintendo's N64 console during the latter part of its lifespan, this Zelda adventure is often ignored in favour of its sibling Ocarina of Time. However, thanks to the unusual setting (you're attempting to save a town from being destroyed by a massive, grinning moon) and time-travelling mechanic (you have to repeatedly go back in time in order to complete the game), it offers a refreshingly original take on the franchise and is an essential download for any fan.



DEVELOPER: Treasure **POINTS COST:** 800

Japanese software house Treasure might not be a household name but it has produced some sublime slices of videogame brilliance, and its debut title is no exception. Gunstar Heroes is packed with more explosive action than your average Bruce Willis flick, and the simultaneous two-player option equals twice the fun. The recent GameBoy Advance sequel simply doesn't do this game justice.



DEVELOPER: Nintendo
POINTS COST: 800

Quite possibly one of the greatest games of all time, this title was originally bundled with Nintendo's 16-bit SNES console and is one of the main reasons it sold so well when it was launched way back in the early 90s. With almost 100 different levels and plenty of secrets to discover, this is pure platforming perfection – some even regard it as the plumber's finest hour.



YS BOOK 1 & 2

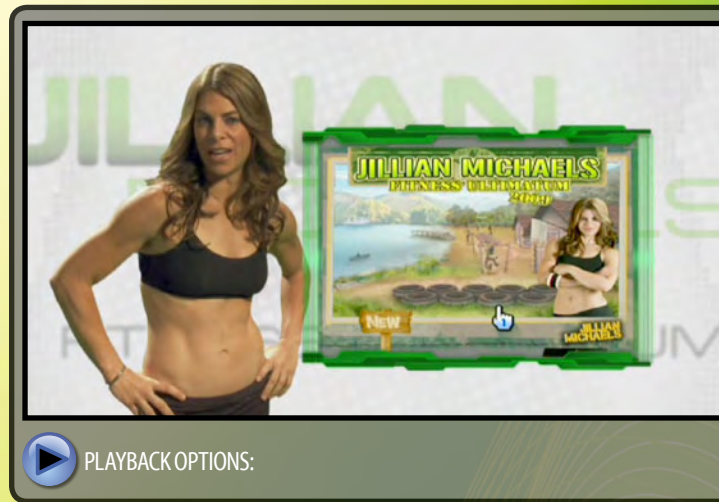
DEVELOPER: Falcom **POINTS COST:** 800

This epic role-playing game was never released in the UK because the hardware it was created for – the TurboGrafx-16 – never officially came out here, but thankfully we can now enjoy Falcom's breathtaking story via the Virtual Console. Granted, the visuals look a little dated but after a few hours you won't notice. A DS remake has just been released in the US but sadly it's not a patch on the original.

DEVELOPER: Nintendo **POINTS COST:** 800

Before Samus caught the 3D bug and appeared in the brilliant Metroid Prime series, she was famous for appearing in some classic 2D action platformers. Super Metroid is unquestionably her finest hour, featuring a massive, non-linear game world and an innovative power-up system that has been copied by hundreds of games since – Konami's recent Castlevania titles being the most notable.





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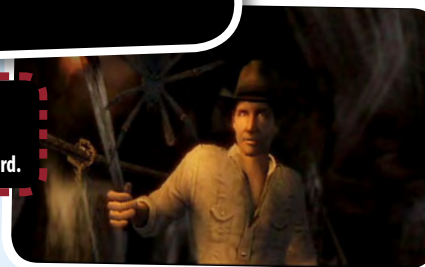
FROM: LucasArts
A BIT LIKE: Tomb Raider
WEB: www.lucasarts.com/games/indianajones
OUT: June



INDIANA JONES AND THE STAFF OF KINGS

You can leave your hat on...

A reasonable likeness of the young Harrison Ford.

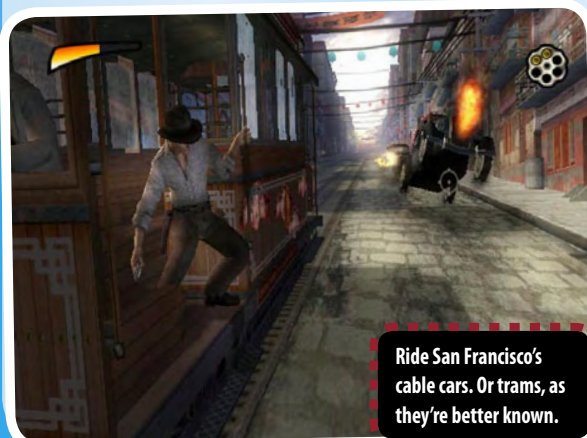


He might be forever associated with the Eighties, but according to the figures Indiana Jones has never been bigger, with last year's movie grossing almost \$800m worldwide. There was also the small matter of the Lego Indy game, which has nestled into the top 15 sellers of all time. No surprise then that LucasArts is

set to expand the franchise, with an all-new adventure featuring a human Indy and an original story overseen by a pair of chancers called George Lucas and Steven Spielberg. While the Kingdom of the Crystal Skull catered for the OAP crowd, The Staff Of Kings sees Indy in more traditional territory, set in 1939, a year after the events of The Last

Crusade, the final instalment of the original film trilogy.

As such, it's a wisecracking, whip-cracking classic Indy that is set to grace the Wii, going in search of the Staff of Moses. If you're familiar with the Book of Exodus, that's a vast



Ride San Francisco's cable cars. Or trams, as they're better known.



BEST BIT

Gamers of a certain age will be thrilled to learn that the Staff of Kings features an entire unlockable bonus game in the shape of classic early 90s point and click adventure, Indiana Jones and The Fate of Atlantis. And if you don't know what that is, ask your Dad...



INTERVIEW

Sound as a pound?

David Collins is the Sound Supervisor and Voice Director of the Wii game, and he filled us in on the latest crusade...

What have you done about voice acting? We assume Harrison Ford was busy?

Yeah, they were making Kingdom of the Crystal Skull so there's a sound-a-like in all languages.

Are there any other key characters that crop up?

There are some in multiplayer co-op, but we're not announcing them right now. There are all-new characters and locations, and you're travelling all over the world looking for all these artefacts that will eventually lead you to the staff of Moses – which you're trying to keep away from your adversary.

Does Indy pick up a gun at any stage?

Yes he does. Right after you finish this stage, there's a little bit more fighting and there's a lot of gunplay. You get introduced to the revolver, similar to the way you do in the tutorial, and there's a lot of shooting gallery type stuff. And again, it doesn't always serve you to shoot straight at the target as much as does to find environmental things to shoot at... You're in a fireworks factory in the back alleys of Chinatown. Instead of trying to aim at the guy, you often have to find a box of fireworks to shoot at for a big explosion.

You fly in an aeroplane and shoot, you drive in tanks and shoot, and you go up against a lot of other vehicles and things like that. There's vehicles available in co-op mode, too. There's a scene where you ride an elephant, and there's also a cable car one where you're shooting at other cars that are coming by.



→ mystical object that parts the red sea and brings plague and fire down from the sky before turning into a snake, which may come as a surprise to the famously ophidiophobic

INSTANT WHIP

Throw your enemy...



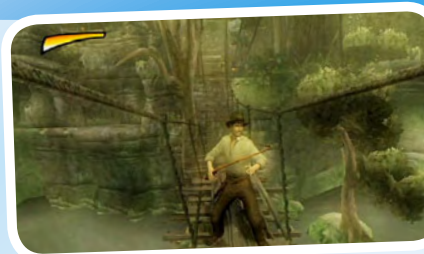
A SWIFT WHIPPING

THE SPICE OF LIFE

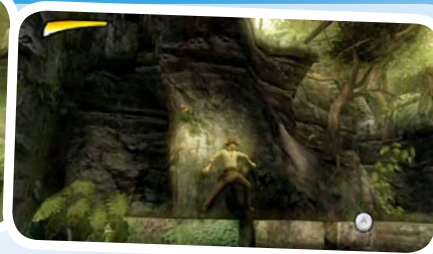
DIFFERENT APPROACH

A SWIFT WHIPPING

A swift bit of whip to the ankle will pull your foe off his feet, enabling you to deliver a severe beating.



(scared of snakes, basically!) Indiana Jones. There's a lot of adventuring to embark on first however, as Indy gets his passport stamped in such diverse locales as San Francisco, Nepal, Sudan and the lush jungles of Panama. The Wii Remote is a perfect fit for Indy's whip, which can be used to thrash



adversaries, drag them towards you or interact with the environment to pull parts of the scenery on anyone who gets in the way. The Remote can also act as the joystick of a biplane, with the varied action sections recapturing the spirit of the classic films. Oh, and it's got *that* theme tune, obviously... 🐍

Roll over screen for annotations



HOW READY

HOW GOOD



Indiana Jones and the Wiimote of Doom...

interview continued...

→ You seem to have gone for the action elements of the film. What's the balance between action and puzzling?

I would say 60/40. There are whole sections where you're trying to get to a temple and you need to put this here, move that there, get up there, navigate along this ledge. It's not all combat-based, but in the combat arena you can pick up anything and use it as a weapon, and that's really key to fighting and winning, because Indiana Jones is always in over his head so he doesn't fight fair. So you have to use the environment around you and you can use your whip to bring down objects, too.

Are there multiple routes? Are there different ways of tackling things?

There are multiple routes and there are better routes than others. If you go one way, you'll find a bonus, and if you go another way you'll be disadvantaged.

There's an unlockable version of Indiana Jones and the Fate of Atlantis. For younger readers, it's an old-school point & click adventure, isn't it?

It's the exact game. The only thing that's changed is instead of pointing and clicking with the mouse, you point and click with the Wii Remote. The game first came out in 1990, and it had a special edition in 1992 with fully voiced characters, things like that, but it's the whole game virtually untouched. Cosmetically it's actually the same, but functionally it's different because you use the Wii.

Do you think younger gamers will know what a point and click adventure is?

That's why it's a bonus feature; a little bit of history. And a lot of these games are still really popular. We find that a lot of people ask for them.

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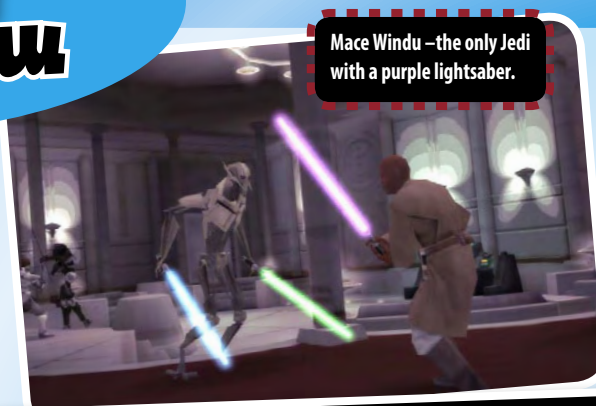
360Zine
FREE! For
Xbox 360



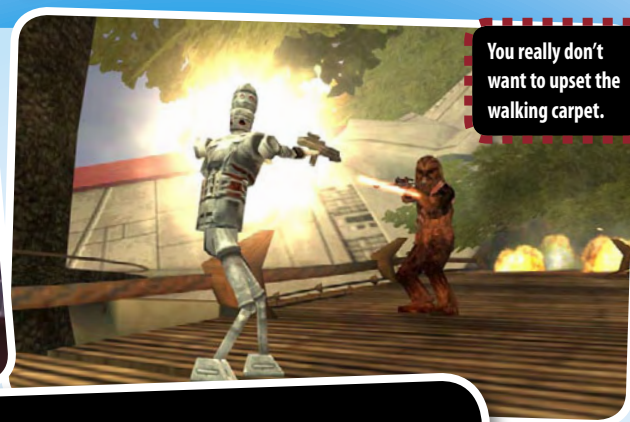
info



FROM: LucasArts
A BIT LIKE... Lord of the
Rings: Conquest
WEB: [www.lucasarts.com/
games/swbattlefrontelite](http://www.lucasarts.com/games/swbattlefrontelite)
squadron
OUT: Autumn
ALSO ON: DS



Mace Windu – the only Jedi with a purple lightsaber.



You really don't want to upset the walking carpet.

STAR WARS BATTLEFRONT: ELITE SQUADRON

The Battlefront saga rages on in the palm of your hand

While the chance to take on Darth Vader in single combat must rank pretty highly in any self-respecting Star Wars fan's list of dream videogame encounters, we've always considered the best aspect of the series to be the epic battles involving thousands of soldiers and fleets of futuristic vehicles.

The long-running Star Wars Battlefront franchise has been fulfilling this desire for a few years now and

LucasArts has recently revealed that a new instalment is in the works. Star Wars Battlefront: Elite Squadron will essentially be providing more of the same gameplay, although this time the single-player mode gives you the opportunity to choose which side of the Force you'd like to align yourself with.

Should you decide to play as clone trooper 'X2' then you'll find yourself breaking away from the Empire and joining the Rebellion in a battle against

evil. Pick his evil brother 'X1' however, and your path will be one of anger, suffering and black leather.

SINGLE-PLAYER CAMPAIGNS

Of course, the single-player campaigns are just one aspect of Battlefront's appeal, as it's the 16-player multiplayer deathmatches that really catch the imagination, offering support for both ad-hoc and infrastructure modes. You'll be able to step into the shoes of various

SPACED CADETS

A long time ago...



- THE CLONE WARS
- SIBLING RIVALRY
- MIXING IT UP

THE CLONE WARS

Multiplayer modes are all very well but it's not fun when every player's character looks exactly the same. Therefore, to bolster the level of immersion, the developer is incorporating in-depth customisation features, such as the ability to tailor your character's outfit and appearance.

characters from the Star Wars universe, including father and son duo Luke Skywalker and Darth Vader.

HOW READY

HOW GOOD

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●●●●●●●●●●●●●●●●

The Force is strong in this one!

info



FROM: Activision
A BIT LIKE...
Syphon Filter
WEB: www.transformersgame.com
OUT: June
ALSO ON: DS, PSP, PS2



Just as in the original, you'll be able to use your surroundings to damage your enemies.



Bumblebee is once again a pivotal character.



Expect several one-on-one robot battles throughout the course of the game.

TRANSFORMERS: REVENGE OF THE FALLEN

Big robots, huge explosions and the voice of Megan Fox. Excited yet?

It's been scientifically proven that there's nothing cooler than robots that have the ability to morph into vehicles, so as you can imagine we're getting rather excited about the

upcoming Transformers movie sequel. Naturally, Activision is rolling out an official videogame adaptation to coincide with the cinema release, and early signs are incredibly encouraging.

Not only will the game hit all of the key locations shown in the film, but the developer is pulling out all the stops to ensure that it's as faithful to the live-action version as it can possibly be. Lead actors Shia LaBeouf and Megan

Fox will be lending their vocal talents to the game, as well as Peter 'Optimus Prime' Cullen himself.

As for the gameplay, Transformers: RotF looks set to adopt the same third-person viewpoint, mission-based template laid down by the previous Wii game. Players will traverse a rich and varied 3D environment, tackling a whole host of enemies in either their robot or vehicle form.



QUICK QUIZ!

The movie is almost certain to be one of the biggest box office hits of the year and the videogame is shaping up to be just as successful. Naturally you can expect our critical examination when it hits shelves later this month.

"LEAD ACTORS SHIA LABEOUF AND MEGAN FOX WILL BE LENDING THEIR VOCAL TALENTS TO THE GAME"

HOW READY

HOW GOOD



It's almost time to transform and roll out

info



FROM: Activision
A BIT LIKE: Guitar Hero
on Tour: Decades
WEB: www.guitarhero.com/ghot
OUT: 26th June



GUITAR HERO MODERN HITS

Out with the old and in with the new



After two previous games on the DS, it was almost inevitable that Activision would return for another bite at the portable Guitar Hero cherry, and hot on the heels of GH OT: Decades we have this new Modern Hits package. You might assume that this is merely an excuse to part DS owners from their hard-earned cash, but having seen the hard work

that developer Vicarious Visions is lavishing on the game, we're happy to report that fans might find themselves pleasantly surprised.

Of course, there won't be any sweeping changes to the way it plays – the core gameplay is retained so you don't have to worry about mastering an entirely new control scheme. However, Vicarious Visions has been



constantly tweaking and improving the strum detection, and feels that Modern Hits will offer the

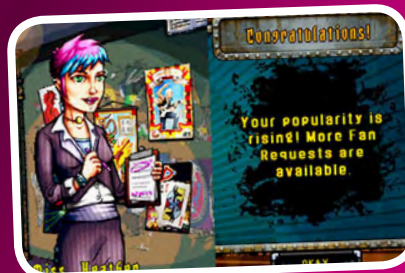


Guitar Hero veterans will be at home with the interface.



BEST BIT

The All-new 'Fan Service' mode is the one element that has us the most excited at present. It will allow players to tackle the Guitar Hero challenge in a unique and non-linear way, and should be as close as you can get to experiencing the rock star lifestyle without actually being one.



INTERVIEW

Exec Producer, David Nathanielsz

Does Modern Hits use the same game engine as the previous DS instalments?

Guitar Hero on Tour: Modern Hits uses the same core tech that was built for Guitar Hero: on Tour and Guitar Hero on Tour: Decades. By building off our core engine, we are able to deliver more than 75 songs in our song-sharing mode with the other games. So you can triple your playable content by hooking up with players of On Tour and Decades!

How many songs are to be included, and can you give us some highlights from the line-up?

Guitar Hero on Tour: Modern Hits is focused around the best music from the last few years. The setlist has 28 of the coolest rock songs from recent years, and they're all master tracks. Highlights include Coldplay, Franz Ferdinand, The Kooks, The Strokes, The Offspring, The Fratellis and Foo Fighters.

Have you been working on improving the strum detection on the DS touchscreen?

We continually work on making the strum detection as accurate as possible. Since the last two games came out, we've looked at a lot of feedback and play-sessions to identify all the different ways people play the game, and we worked to accommodate those play styles into our strum detection system.

We noticed in our testing that a lot of people aren't using the 'double-strum' technique to play on higher difficulties and faster songs. You can actually strum the guitar back and forth without ever lifting your stylus off the screen – just like rapid down and up-strums on a real guitar. This double-strum method is a necessity if you want to beat the harder levels and songs in Guitar Hero on Tour: Modern Hits.



PLAYZINE

Preview

Completing fan request challenges will boost your reputation in the rock world.

Post Modern

Your Modern Hits-related questions answered

DSi Worries

Track Boost

Brand New

DSi Worries

The DSi has just hit the shelves and lacks a GBA slot, which means it won't be compatible with Guitar Hero's 'Guitar Grip' controller accessory. But with 100 million DS's out there, it shouldn't be too much of a problem.

The Career mode in Modern Hits promises to be one of the most exhaustive yet seen in a Guitar Hero title.

most accurate simulation of playing a guitar yet seen.

Elsewhere there's been some significant changes to the way the game is structured. The all-new 'Fan Service' mode promises to open up the game in a way that previously hasn't been attempted on any format. Rather than slavishly unlocking each song (as was the case in previously GH instalments), this new feature should offer truly non-linear progression, as well as a fresh challenge for those who have followed the series since day one.

Of course we couldn't preview a Guitar Hero game without touching upon the set list, and as the title suggests, the tracks that have made the cut here are all fairly recent hits. Before you fans of Iron Maiden turn away in disgust, you should be aware that there are some truly epic songs here, from bands such as Franz Ferdinand, The Strokes and Foo Fighters. While older entries in the franchise might have pandered to the heavy metal crowd, Modern Hits is definitely trying to appeal to hip and trendy music lovers who like more mainstream rock.

There's so much more to cover here but we're rapidly running out of space. Needless to say, if you loved the other two DS games then this is just as likely to rock your world.

DS

HOW READY

HOW GOOD

●●●●●●●●●●

●●●●●●●●●●

Guitar Hero for a modern musical age!

interview

continued...

Can you explain how the new 'Fan Request' system works?

The Fan Request system is a totally new progression and challenge structure for the game, and adds another dimension to the gameplay. In Career mode you need to build and grow your fan base by performing requests for specific fans. Fans might require you to get a long note streak, whammy every sustain note, or beat the song on hyperspeed. The challenges get harder as you grow your fan base from tens, to thousands, to millions of fans.

The DSi has just been released and it lacks the 'Guitar Grip' peripheral. Do you think there's a danger that you might miss out on sales of the game as a result?

That's a great question. There are over a million Guitar Grips out there already with people who own the previous games, and there are over 30 million Nintendo DS and Nintendo DS Lites as well. That's a very well-established userbase there.

I think both fans of the series and players who have never played Guitar Hero before are going to be excited about this game – the music selection is great and the range of new features and compatibility with prior games makes it a great value.

Are you planning anything Guitar Hero-related for the DSi in the future?

We're very excited about the newest Nintendo handheld. At Vicarious Visions we've already developed and released Mixed Messages, a DSiWare game available through the DSi shop, so we're intimately familiar with the system and its capabilities. Our Guitar Hero team has also been taking a good look at the new DSi platform and we've definitely got some ideas.

ISLAND LIFE!

Fancy playing God? We do, and so does **Andreas Suika**, who's the Lead Game Designer of our lead reviewer this month, **Anno: Create a new World**



Can you tell us a bit about the storyline behind Anno: Create a new World?

Famine and drought are plaguing King George's country. Concerned for his people, King George seeks advice from his two sons – William and Edward. To help save the kingdom, William proposes to set sail for the unsettled islands in the South of the kingdom. They could be developed and farmed, which would supply the people with land and food. The brothers are sent out to establish colonies and bring back food and supplies.

To give the whole game a suitable context, we wrote a story with an author. Also, the story holds a nice message that suits Anno perfectly, and which is also very important to me as a father – together you are stronger and can achieve more than when you're fighting each other.

How would you begin describing the gameplay to someone

who'd never played a game like Anno before?

You build up cities by following your own imagination. People will join your settlements and will need goods and buildings. By fulfilling their demands,



the people will reach a next level and thus unlock new buildings and abilities for the player – then the people will pay higher taxes when their needs are fulfilled. This is the core game mechanic. You search for new islands, do seafaring, meet other civilizations and many more things.

We are very proud of the accessibility. Anno is a game with a certain complexity, but thanks to a lot of play tests, we managed to implement a very smooth learning curve. Now we think that it's the most accessible strategy game currently on the market.

What improvements can we expect over the previous Anno games?

The core of the game is still Anno. You create cities, explore islands and fulfil needs. Additionally, some new features – like the treasure hunt, city levels and

EXCLUSIVE SHOTS!



"YOU HAVE TO FULFIL YOUR PEOPLE'S NEEDS IN ORDER FOR THEM TO REACH ANOTHER CIVILISATION LEVEL"

→ INTERVIEW CONTINUED

orient technologies – bring more variety and new goals to the Anno

gameplay. Wherever necessary, we've improved the controls to increase the fun and accessibility.

How will the game will make use of the Wii's unique interface?

We started with the interface. Our very first prototype was done within a

month – you could place a house, sail a ship and construct a street. But during play tests we realised that it did not work well. You could place a house by smashing the Nunchuck downwards like a whip for example. That was fun for about four houses but it was not precise enough and our arms began to hurt when creating a metropolis, so we decided to change it. We use the pointer when it makes sense and we added shortcuts that are all explained and shown in the interface.

Is it true that combat has been removed from this version of Anno?

There will be combat in Anno, but it does not play a primary role. After all, Anno is a peace-orientated game. Players will encounter enemies and they need to make sure they're prepared. They can erect shipyards to produce battleships and barracks to build troops. When they have enough troops they can send them out to protect their island or conquer new lands. Also the player may encounter pirates that will attack his ships.

Is this game aimed at long-running fans of the series, or are you trying to appeal to a new – possibly younger – audience?

We made the game primarily for Wii gamers who want a creative and mind-challenging game. We therefore put a strong focus on accessibility. As we have many new features and the rhythm of the game is different, both the PC and Wii games are not very comparable. The things they have in common are that you build cities in

an island world and you have to fulfil your people's needs in order for them to reach another civilisation level.

Anno is aimed at Wii players young and old, that are looking for a mind-challenging, fun and accessible game.

Will there be a massive difference in terms of gameplay between the Wii and DS versions of the game?

It was a parallel development, so they profited from each other – basically it is the same game. The interface and the controls are different, as we developed it specific for each platform.

Are you including any unique features for DS owners?

As already mentioned, the controls are different, so you draw paths to control the ships. Something very unique compared to other DS games is the voice acting in the game. All of the cut-scenes are fully spoken, which is really nice for a DS game. 🗨️



The fireworks look great, despite the fact that they're going off in the middle of the day!



info

FROM: Ubisoft
A BIT LIKE: SimCity
WEB: N/A
OUT NOW



Hurrah! We can now have a pump!



Father, salvation is at hand! I have returned with the plans for the pump.



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info



FROM: Ubisoft
A BIT LIKE... SimCity
WEB: N/A
PRICE: £29.99
PEGI AGE RATING: 7+



Anno: create a new world

What a wonderful world...

Looking for a game that's a bit different from the countless platformers and puzzlers? Want something that is both hugely playable and deeply rewarding in equal measures? Well then ladies and gentlemen, let me introduce you to Anno: Create a New World.

Very simply, the idea is to colonise a series of empty islands, enabling you to produce enough food to be able to send it back to your homeland – which is going through the medieval version of the credit crunch. So far so normal, but what makes Anno such a joy to play is that the developers have made a game here that could quite easily have been over-complicated and dull, yet have managed to make one that's very Wii-friendly in the control method and enormously playable, too.

Anno comes with two modes – a story mode, where you play through stages of the game performing a set number of tasks for each one, and Continuous mode, which is where the

fun never ends. The basic aim in this second mode is to keep your islands functioning by making sure you keep the inhabitants healthy and happy.

The people on your islands may love the island life, but they're not backward in coming forward, and will whinge and moan about the slightest thing. The challenge – and it's a big one – to keep them all happy will keep you busy well into the wee small hours.

Anno is the perfect game for someone who wants something a bit different. Something accessible, yet challenging and packed full of detail. Give it a go, and we're sure you'll be a hooked as we are.

Dean Mortlock

Building up a base on an island is quick and easy.

EXCLUSIVE SHOTS!

"VERY SIMPLY, the idea is to colonise a series of empty islands"

TOP TIP



The hub of your island is the port, and all roads to every building on the island radiate from there. To make things easier from the start, make sure you put some thought into the placement of the buildings and the roads leading to the port.



Briefly Speaking

Create an island colony, keep it ticking over and watch out for the pirates! Anno is an extremely well-designed game that makes easy work of what could've easily been a Remote-busting nightmare.

PLAY TIME

HOURS

DAYS

WEEKS

DIFFICULTY

EASY

MEDIUM

ARRGH!

FUN FACTOR

DULL

COOL

YIPPEE!

VERDICT

A classy act

8

It won't be long before you've created a fully functioning city.

info



FROM: Activision
A BIT LIKE... Rock Band
WEB: <http://metallica.guitarhero.com>
PRICE: £39.99
PEGI AGE RATING: 12+



Guitar Hero Metallica

The monsters of rock give us a beast of a game



While we still wait (and pray) for the genius that would be Guitar Hero AC/DC, it has to be said that Guitar Hero Metallica makes a pretty good second-best. Featuring one of the biggest rock bands in the world, it's clear from the start that this is much more than simply Guitar Hero

Aerosmith with different graphics and tunes, as real thought had been put into making this the most challenging – and therefore rewarding – Guitar Hero game so far seen.

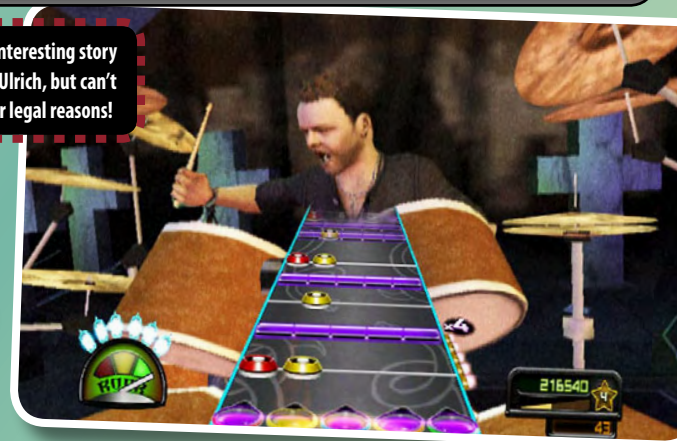
GH Metallica features an ear-bleeding selection of 31 tracks by the band themselves, plus a further 21 from bands chosen by Metallica

themselves. While hardcore Metallica fans could argue about the songs included and the ones criminally missed off, it's unlikely they'll be that disappointed with what's on offer.

The Expert+ mode (first seen in GH World Tour) reappears, but the most polished new additions come in the bonus content and attention to detail found throughout. The band were motion captured to ensure authenticity, plus info for each song lyrics and bootleg videos.

We're not sure how much more mileage there is in the Guitar Hero

I know an interesting story about Lars Ulrich, but can't repeat it for legal reasons!



TOP TIP



As ever with Guitar Hero, practice makes perfect, so you'll need to put the hours in to stand a chance of beating the game on Expert+. Get yourself a second bass pedal, perfect the rock god poses and practice, practice, practice!



brand but, for now, this is about as good as it could possibly get. 🤘

Dean Mortlock

Now that's a beard.



You and your mates tackling Enter Sandman... what could possibly be better than that!

Briefly Speaking

The latest in the Guitar Hero series (and the second band-sponsored title after Guitar Hero Aerosmith), Metallica is both more of the same and also tweaked to deliver a loud, proud and explosive game for hardcore Guitar Hero fans.

PLAY TIME

HOURS

DAYS

WEEKS

DIFFICULTY

EASY

MEDIUM

ARRGH!

FUN FACTOR

DULL

COOL

YIPPEE!

VERDICT

Nothing else matters

9

info



FROM: Nintendo
A BIT LIKE...

WarioWare

WEB: www.nintendo.co.uk/NOE/en_GB/games/nds/rhythm_paradise_11749.html

PRICE: £29.99

PEGI AGE RATING: 3+



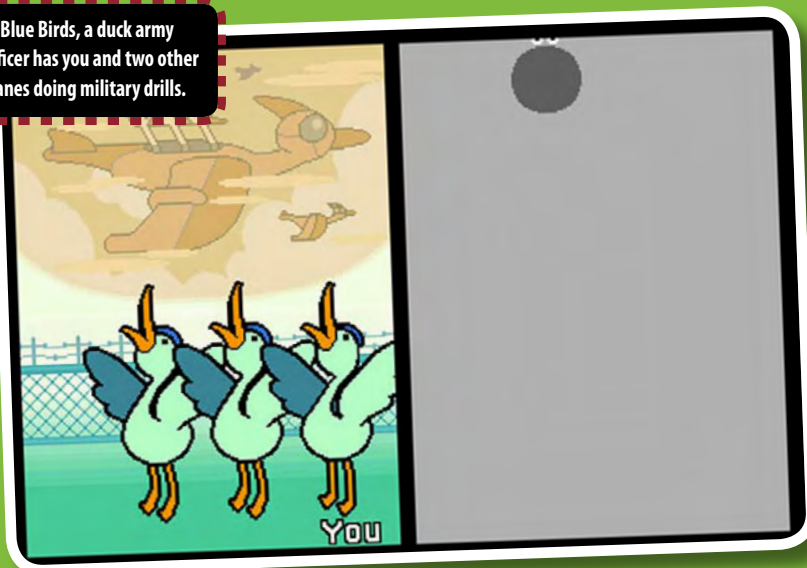
Rhythm Paradise

Hit me with your rhythm stylus. Hit me! Hit me!

Rhythm Paradise is a musical mini-games medley that's both moreish and magical in equal measure. It's like WarioWare, in that each mini-game has nothing to do with the last, only here the games are longer (a minute or two) with around 50 of them in total.

Holding the DS sideways, the aim is to keep in tune to each mini-game's beat by tapping, pressing Down and swiping the stylus. It's a control setup so simple a rat could play it holding the stylus in its mouth. But while it's as easy to pick up and play as a triangle – it's more difficult to master than a

In Blue Birds, a duck army officer has you and two other cranes doing military drills.



Rhythm Rally table tennis is one of the less friendly games – your opponent is constantly changing the tempo.

violin, and often demands frustrating, pico-perfect timing.

It's a game so rich with imagination that you'll keep slogging away at the harder games just to see what insanity the next one has to offer. The lunatic scenarios are as mad as a ferret that's been dropped into a bucket of Red Bull, and it's so dreamlike you'll half expect to wake up in bed when you flick the DS off. It's hard, but tough it out and get with the rhythm!

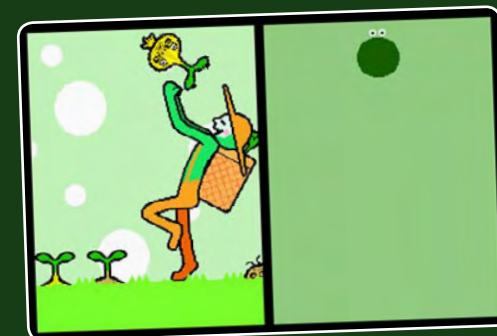
Dan Curley

Briefly Speaking

A weird and wonderful time awaits for those who don't give up when things get tricky. Its learning curve is steep and wobbly, but even when you're messing it up you'll find it hard to get mad with a game so damn likeable and cute.

RHYTHM RIOT

Our three best mini-games



CROP STOMP

FAN CLUB

LOVE LIZARDS

CROP STOMP

Playing as a farmer who just keeps walking left relentlessly, you tap the screen to stamp the ground to make the turnips bounce up. Then you swipe to lob the uprooted veg into your basket. Hilarity comes in the form of moles – you need to stamp on them, then very quickly swipe to lob them off the screen.

PLAY TIME

HOURS

DAYS

Weeks

DIFFICULTY

easy

medium

ARRGH!

FUN FACTOR

DULL

COOL

YIPPEE!

VERDICT

A taste of paradise!

8

info



FROM: Oxygen
A BIT LIKE... PDC World Championship Darts 2008
WEB: www.oxygengames.net/games-details.asp?gameid=49
PRICE: £39.99
PEGI AGE RATING: 3+



WORLD CHAMPIONSHIP DARTS 2008

Could this be the FIFA of the darts world?

We'll happily put our hands up and admit that we're not the biggest darts fans in the world. Apart from the odd game in a pub, we're about as likely to be found cheering on Phil Taylor as Stephen Fry is to step up to the oche himself and throw a 180.

That said, we're also happy to admit that there are plenty of sports

that we'll enjoy playing on our consoles that we'd never dream of playing in real life. And now we can add darts to that list, too.

World Championships Darts does the basics (throw a pointy thing at a round thing on the wall) very well, but it's the slick, FIFA-style presentation and massive array of game options and

modes that manages to lift the game up above the common herd.

Control is simply a case of holding the Remote like a real dart and jerking it forward – trying to gauge the strength perfectly with an onscreen bar. And it works brilliantly, as it'll take only a short time to get the hang of it and, before long, you'll be popping in 180's all over the place.

And there's more, as the 18 Party games – including Around the Clock and Cricket – are all familiar to those of you who've ever gotten bored of the traditional game. All in all then, a great package that's very well done.

Dean Mortlock



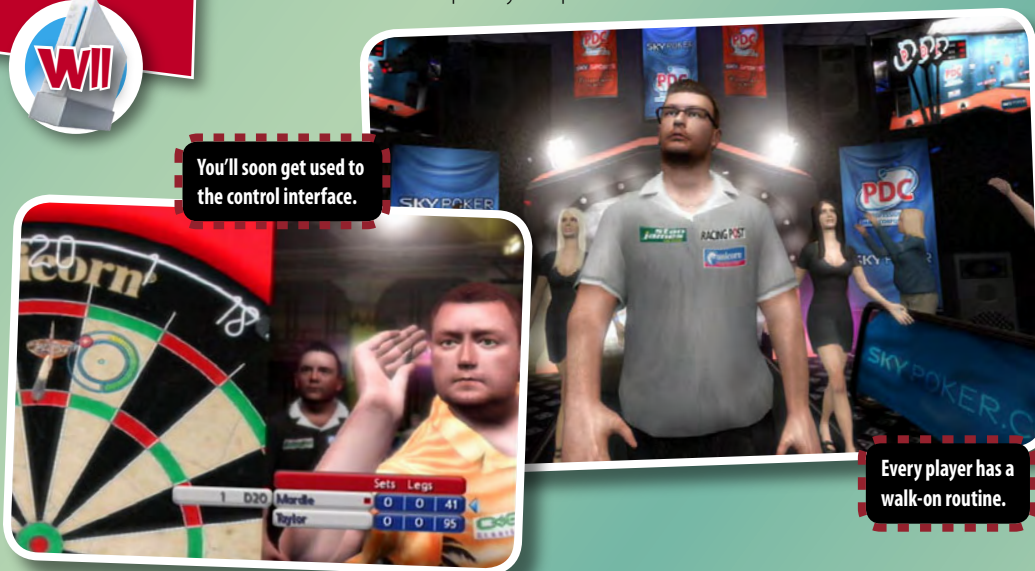
The renders of the players are spot on.



PLAYZINE Challenge

Looking for the ultimate challenge? Here's one for you... see how long it takes you to get the 'perfect score' – which basically means getting out from 501 points in just nine darts. It's not easy, but it can be done. We managed it after many, many hours of playing the game, but how long will it take you?

You'll soon get used to the control interface.



Every player has a walk-on routine.

Briefly speaking

It's darts! On the Wii! Line up the Remote and let the arrows fly. Perfectly done and with tons of options, World Championship Darts may even convert a few of the uninitiated to the game.



PLAY TIME

HOURS DAYS **WEEKS**



DIFFICULTY

EASY **MEDIUM** ARRGH!



FUN FACTOR

DULL **COOL** YIPPEE!

VERDICT

Bullseye!

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